

## CALLING

Necromancy cantrip  
Casting Time: 1 action  
Range: 30 feet  
Components: V, S  
Duration: Up to 1 minute

This spell trains the user by calling upon lesser spirits. You create one of the following effects within range.

. You can contort your body in ways that wouldn't seem possible. This doesn't do any harm to your body.

. You make a small word, or a symbol out of blood appear on an object or a surface.

. A random object that isn't holding anything within range floats 5ft in the air.

. Your voice becomes unnaturally deep and raspy.

. If a creature is willing, you learn a vague detail about it. (Like the first letter of the name of a family member)

. An eerie background noise unfolds in the room you are standing in.

If you cast this spell multiple times, you can have up to three of its non-instantaneous effects active at a time, and you can dismiss such an effect as an action.

## PHANTOM HORROR

Illusion cantrip  
Casting Time: 1 action  
Range: 30 feet  
Components: V, S, M(a piece of meat)  
Duration: 1 round

You manifest a spirit of disgust and horror. You summon a horrific or spectral object that is no larger than a 5-ft cube that has eerie sounds emanating from it.

Enemies that move within 10 feet of it or start their turn within its range and can see and hear it, must make a wisdom saving throw or take 1d4 psychic damage and lose 10 ft of speed.

At Higher Levels. This spell's damage increases by 1d4 when you reach 5th level (2d4), 11th level (3d4), and 17th level (4d4).

## SUMMONERS SURGE

Evocation cantrip  
Casting Time: 1 action  
Range: 30 feet  
Components: V, S  
Duration: Instantaneous

A creature that was summoned or created by you, uses its reaction to take the attack action against a target within range.

## SEANCE

Illusion cantrip  
Casting Time: 1 action  
Range: Self  
Components: V, S, M(spell casting focus)  
Duration: 1 minute

You allow a spirit to take control over your body. If a spirit is willing, you allow them to speak or move with your body. If they make an action with the intent to harm you or your allies the spell ends. For the duration, you have advantage on ending a charm that is affecting you. You can end this spell as a reaction.

## SUBMISSION OF WILL

1st level enchantment  
Casting Time: 1 action  
Range: 60 ft  
Components: V, S  
Duration: 1 round

You submit a target using your soul. The target must succeed a charisma saving throw or be stunned until the end of its next turn. If the targets hit points are below half its hit point maximum, it has disadvantage on the saving throw.

## REND AND TEAR

1st level necromancy  
Casting Time: Bonus action  
Range: Self  
Components: V, S  
Duration: 1 minute

You infuse your weapons with negative energy. When you hit with a melee attack you rip apart some of your target's soul. When the target makes its next saving throw or attack, the target must roll 1d4 and subtract the amount rolled from the attack roll or saving throw. This effect can stack.

## SPEAK WITH OBJECT

1st level necromancy  
Casting Time: 1 action  
Range: Self(30)  
Components: V, S  
Duration: 10 minute

You imbue non-living objects within 30 ft that are larger than a 5-foot cube with limited sentience, giving them the ability to communicate telepathically with you. You can question objects about events in the spell's area within the past day, gaining information about creatures that have passed, weather, and other circumstances.

If an ally attempts to move non-living objects within range using a Strength ability check, they have advantage on that roll.



## PHANTOM LIMB

1st level conjuration  
Casting Time: 1 action  
Range: Self  
Components: V, S,  
Duration: 8 hours

If you have all your appendages, a deceased third hand grows somewhere on your body. This hand acts like any normal hand would except, it can't lift anything that weighs more than 10 pounds and it can't hold a weapon that isn't light. If you don't have all your limbs you can regenerate a limb that has been removed. Also, this spell's duration is increased to instantaneous.

## SPIRIT GUIDE

1st level necromancy  
Casting Time: 1 action  
Range: 12 mile radius  
Components: V, S,  
Duration: Instantaneous

You call upon a guiding spirit for directions. A random event (like a tree falling down) points you in the general direction of the nearest city, landmark or important location within range.

At Higher Levels. This spell's radius is increased by 12 miles for each slot above 1st.

## BOLSTER SOUL

1st level abjuration  
Casting Time: bonus action  
Range: 30 ft  
Components: V, S,  
Duration: 1 round

A creature within range gains 1d4 + 2 temporary hit points and the next attack that targets the creature has disadvantage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 3 additional temporary hit points for each slot level above 1st.

## REAPERS COIN

1st level transmutation  
Casting Time: 1 reaction, which you take when a humanoid you can see within 30 feet of you dies  
Range: 30 ft  
Components: V, S, M (a gold coin that is consumed)  
Duration: 8 hours  
You snatch a tiny bit of a parting soul. You create a reaper's coin that can be used to bargain with death itself. A creature holding this coin can use it for a variety of features.

. after going down to 0 hit points you are instantly

stabilized

. you may ask the spirit inside the coin a single question

. your body morphs into the body of the spirit in the coin for 8 hours

After this coin is used, the skeleton hand of the reaper takes it.

## COFFIN NAILS

1st level necromancy  
Casting Time: 1 action  
Range: 60 ft  
Components: V, S, M (coffin nails)  
Duration: 1 minute

Nails that used to be attached to coffins float around a target of your choice. It makes a constitution saving throw or takes 1d6 piercing damage. Whenever the target fails a saving throw, the nails dig into them dealing 1d6 piercing damage.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, your damage increases by 1d6 for each slot level above 1st.

## TALE OF THE SCORPION AND THE FROG

2nd level necromancy  
Casting Time: 1 action  
Range: 60 ft  
Components: V, S, M (scorpion tail and a frog leg)  
Duration: 1 minute

You and an enemy of your choice become poisoned. If one of you is immune to being poisoned the spell ends.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you can target one additional creature for each slot level above 2nd.

## ANIMATE WEAPON

2nd level transmutation  
Casting Time: 1 action  
Range: 60 ft  
Components: V, S, M (a weapon)  
Duration: 1 minute

You breathe life into a weapon of your choice, causing it to float 5 ft into the air. When you cast this spell, you can move this sword up to 30 ft and make a melee spell attack with it against a creature within 5ft of this weapon. On hit this weapon deals 2d8 force damage + your spellcasting modifier. As a bonus action on your turn, you can move the weapon up to 30 feet. If you or an ally is within 5ft of this weapon they can grab it and make a melee spell attack using their attack action dealing 2d8 force damage + your spell casting modifier.



At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8 for each slot level above 2nd.

### PHANTOM ARMOR

2nd level abjuration Casting Time: 1 action Range: touch Components: V, S, Duration: 1 hour You conjure an armor made out of pure spiritual energy. A target gains 3d4 + 4 temporary hit points. While the target has at least 1 temporary hit points that was gained from this spell, it has + 2 to its AC .

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you gain 8 additional temporary hit points for each slot level above 1st.

### REPURPOSE

2nd level necromancy

Casting Time: 1 action

Range: 60 ft

Components: V, S,

Duration: Instantaneous

Make a ranged spell attack against a creature within range. On hit, the target takes 1d12 necrotic damage. If this damage kills the target, the corpse is raised as a zombie that you can command as a free action on your turn. If you cast this again and raise another zombie, the previous one is destroyed.

At Higher Levels. When you cast this spell using a spell slot of 2nd level or higher, you deal 1d6 for each slot level above 2nd.

### TALE OF THE APPRENTICE

2nd level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S,

Duration: 8 hours

You give an ally the ability to cast a cantrip, and a single use level 1 spell that they can only cast once. These spells must be spells that you can cast. The target can cast these spells without having the components.

### SPIRIT OF THE JELLYFISH

2nd level evocation

Casting Time: 1 action

Range: 30 ft

Components: V, S,

Duration: Instantaneous

You summon the spirit of a jellyfish within range. Each ally in a 10-foot-radius centered on the jellyfish regains a number of hit points equal to 2d6 + your spellcasting modifier. If an ally being healed was created or summoned by you, it regains an extra 1d6 hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the healing increases by 2d6 for each slot level above 2nd.

### VISAGE OF THE FOAL

2nd level divination

Casting Time: 1 action

Range: 120 ft

Components: S

Duration: 10 minutes

A creature within range has disadvantage on all perception checks. If you are hidden from it and hit the target with an attack, the spell ends and it takes an extra 2d8 necrotic damage and it scores a critical hit on a roll of 19 or 20.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8, for each slot level above 2nd.

### GLOSEN CLEAVE

2nd level evocation

Casting Time: 1 action

Range: Self(50-foot line)

Components: V, S

Duration: Instantaneous

You summon a flaming glosen to charge in a line 50 feet long and 5 feet wide with its spiky back. Any creature caught in the line must make a Charisma saving throw to take 2d8 fire damage. If at least one creature that is at least small size dies from this spell, you heal 2d4 hit points.

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, the damage increases by 1d8, and the healing increases by 1d4 for each slot level above 2nd.

### SUBMISSION TO THE KING

2nd level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 hour

To cast this spell, you must touch one of the animals below. You get an effect depending on what animal it is. This animal must be a wild animal that you've just met within the last 10 minutes.

Bear: You have resistance to bludgeoning, piercing, and slashing damage

Falcon: You gain 30 ft flying speed Lion: Any creature hit by your melee attack rolls must make strength saving throw against your spell save DC or take 2d8 damage and be knocked prone

Wolf: You have advantage on melee attack rolls when at least of your allies is within 5ft of the same target

If you cast this spell on a predator that's not on this list you can ask your dm for an effect of their choosing.



## **ELEMENTAL HAVOC**

2nd level evocation

Casting Time: 1 action

Range: Self

Components: V, S

Duration: Instantaneous

Pick a target and Roll a d4 and cast whatever spell is attached to the number rolled with the spell being centered on the creature you chose to target.

1d1 Burning hands

1d2 Ice knife

1d3 Caustic brew

1d4 Thunderwave

At Higher Levels. When you cast this spell using a spell slot of 3rd level or higher, you roll a 1d4 and cast an additional random spell, for each slot level above 2nd.

## **TALE OF THE BROKEN WING**

2nd level evocation

Casting Time: 1 Bonus action

Range: Self

Components: V, S

Duration: 1 round

Until the start of your next turn you gain 30 ft of flying speed and you don't provoke attacks of opportunity.

## **FLAMING SKULLS**

3rd level evocation

Casting Time: 1 action

Range: self

Components: V, S

Duration: Concentration, up to 10 minutes

You summon 3 tormented flaming skulls. They float in the air and orbit you for the spell's duration. When an enemy within 120 ft fails a saving throw, you can use your reaction to expend one the Skulls, sending it to that enemy. On impact the skull explodes, dealing 3d6 fire damage in a 10-foot radius.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 2d6 for each slot level above 3rd.

## **BLUE SEAR**

3rd level evocation

Casting Time: 1 action

Range: 120 ft (20ft)

Components: V, S

Duration: 10 minute

You send out a soul burning blue ball of fire at a point within range. Each creature in a 20-foot radius sphere centered on that point must make a dexterity saving throw or take 4d6 fire damage and be seared. A creature that is seared loses any resistance to fire damage, and any immunity to fire damage is replaced by a resistance to it. This effect cannot stack

## **SCREAMING ARROWS**

3rd level transmutation

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: Concentration, up to 1 hour

You touch a quiver containing arrows or bolts and infuse them with screaming winds of the dead. When a target is hit by a ranged weapon attack using a piece of ammunition drawn from the quiver, the target takes an extra 2d6 thunder damage. If you hit a medium or large creature, it must make a strength-saving throw or be pushed or pulled 10 ft and lose 10 ft of movement.

The spell's magic ends on the piece of ammunition when it hits or misses, and the spell ends when 6 of ammunition have been drawn from the quiver.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d6 for each slot level above 3rd.

## **RELEASE THE HORRORS**

3rd level conjuration

Casting Time: 1 action

Range: 120 ft(20ft)

Components: V, S

Duration: Concentration, up to 1 minute

You summon a spirit of horrific nightmares on ground that is within range and that you can see. The horror stays on the point and has a 20-foot radius centered on it. When a creature enters the affected area for the first time on a turn or starts its turn there, the creature must succeed on a Wisdom saving throw or be frightened of the horror until the spell ends.

While frightened by this spell, a creature must take the Dash action and move away from the horror by the safest available route on each of its turns, unless there is nowhere to move. If the creature ends its turn in a location where it doesn't have line of sight to the horror, the creature can make a Wisdom saving throw. On a successful save, the spell ends for that creature.

## **CURSE OBJECT**

3rd level necromancy

Casting Time: 10 minutes

Range: Touch

Components: V, S

Duration: Instantaneous

You curse an object that is no larger than a 5 feet square by touching it. When a creature comes into contact with this object, the object loses its curse and the target must make a wisdom saving throw or become cursed for an hour. When you cast this spell you choose the nature of the curse from the following options.



. You know of the exact location and the name of the cursed target

. Choose one ability score. While cursed, the target has disadvantage on ability checks and saving throws made with that ability score.

. While the target is cursed, your attacks and spells deal an extra 1d8 necrotic damage to the target. . While the target is cursed and within 120 ft of you. You can spend an action to cause the target to go unconscious and float 10 ft into the air until the end of your next turn. The target is immune to this effect for 1 hour

A remove curse spell ends this effect. At the DM's option, you may choose an alternative curse effect, but it should be no more powerful than those described above. The DM has final say on such a curse's effect. You can only have one cursed object at a time.

At Higher Levels: If you cast this spell using a spell slot of 5th level or higher, the duration is 8 hours. If you use a spell slot of 7th level or higher, the duration is 24 hours. If you use a 9th level spell slot, the spell lasts until it is dispelled. Using a spell slot of 5th level or higher grants a duration that doesn't require concentration.

### **KNIGHT OF THE FALLEN**

3rd level conjuration

Casting Time: 1 action

Range: 120 ft(10-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You summon a fallen knight on a surface within range and you can see. The knight stays on the point and has a 15-foot radius centered on it. At the start of your turn you can move the knight up to 30 ft in any direction. If an enemy starts its turn or moves into the radius of the knight, the knight makes a melee spell attack against the target dealing 3d8 force damage + your spell casting modifier.

At Higher Levels. When you cast this spell using a spell slot of 4th level or higher, the damage increases by 1d8 for each slot level above 3rd.

### **EXORCISM**

3rd level abjuration

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: Instantaneous

You attempt to exercise an undead spirit within range. If the target is below half health or possessing someone, it must make a wisdom saving throw or be instantly sent into the afterlife.

### **AURA OF REDIRECTION**

3rd level abjuration

Casting Time: 1 action

Range: Self(20ft radius)

Components: V, S

Duration: Concentration, up to 1 minute

For the duration of the spell, if an ally is within 20 ft of you and is being targeted by a spell or ability that forces a saving throw. You can use your reaction to redirect the spell or ability towards you instead. You have advantage on this saving throw.

### **SPEAK**

3rd level enchantment

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You attempt to force a creature you can see within range to speak a message. you whisper a message to the target (and only the target) hears the message, It must make a Wisdom saving throw, and does so with advantage if you or your companions are fighting it. If it fails the saving throw, it speaks the message exactly the way you spoke it during your message. Any charisma checks the target makes, use your charisma modifier. Creatures that can't be charmed are immune to this spell. If the spell succeeded, the creature doesn't know it was being charmed and it thinks it thought of the message itself.

### **VILE CONTRACT**

3rd level enchantment

Casting Time: 1 action

Range: Touch

Components: V, S

Duration: 1 week

You create a written paper contract in hand that has a variety of negative effects if accepted. For a creature to accept this contract and come under its effects it must be willing, not be charmed, and aware of all the effects that will happen to it. If all of these things are met and the target writes its signature on the contract, the target receives one of the following effects for 1 week

. The target has disadvantage on any attacks made against you or up to 5 people of you choice

. Using an action you can go blind and deaf but can listen and see whatever the target can.

. Using an action you can teleport yourself and up to 5 creatures to this target. This fails if the people you attempt to teleport can't all fit in the area the target is in. Doing this action ends the contract

. You give the target a specific task that it tries it best to complete within the time frame.



If the paper is not signed within an hour of its creation, it disappears and the spell ends.

**At Higher Levels:** If you cast this spell using a spell slot of 5th level or higher, the duration is a month. If you use a spell slot of 7th level or higher, the duration is 6 months. If you use a 9th level spell slot, the spell lasts until it is dispelled.

### **CHAINS OF HELL**

4th level conjuration

Casting Time: 1 action

Range: 60 ft

Components: V, S, M ( small chain)

Duration: concentration, up to 1 minute

You choose a 5-foot-square unoccupied space on the ground that you can see within range. A Medium sized chain link rises from hell and attempts to wrap around a creature within 5 ft of it. The creature must make Strength saving throws or be restrained by the chains and can't make any attacks for the spells duration. While the spell is in effect you can do the following actions:

- . As an action, you can cause the chain to heat up and sear the target for 3d8 fire damage.

- . As a bonus action, you can move the chains and any target caught in it up to 30 ft in any direction. The chain must stay on the ground.

- . As an action, if the chains are not currently restraining anyone, it attempts to wrap around a creature within 5 ft of it.

A creature caught in the chains can spend an action trying to escape from them by making a Strength saving throw. If they succeed they are released from the chain. **At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d8 for each slot level above 4th.

### **GASTLY HANDS**

4th level conjuration

Casting Time: 1 action

Range: 60 ft(5-foot radius)

Components: V, S

Duration: concentration, up to 1 minute

An army of rotten and spectral hands appear on a surface or creature that you can see within range. If an enemy moves or starts its turn within a 5-foot radius centered on the hands they must make a dexterity saving throw or be restrained to the surface or creature by the hands. If an enemy is restrained by hands that are on a creature, they move with the creature as though they are connected to it. If a creature starts its turn restrained by the hands, they take 3d6 necrotic

damage and you heal half the damage dealt.

A creature restrained by the hands can use its action to make a strength saving throw. If it succeeds, it's no longer restrained by the hands.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, the damage increases by 1d6 for each slot level above 4th.

### **DECAY**

4th level necromancy

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: 1 minute

You infuse the target's soul with negative energy making them allergic to positive energy. Up to three targets of your choice make a constitution saving throw. If they fail, any healing they receive is instead converted into necrotic damage.

**At Higher Levels.** When you cast this spell using a spell slot of 5th level or higher, you can target one additional creature for each slot level above 4th.

### **SPIRIT BLASTS**

4th level necromancy

Casting Time: 1 action

Range: 150 ft

Components: V, S

Duration: concentration, up to 1 minute

You draw on nearby spirits into a blast of pure spiritual energy. You make a number of ranged spell attacks equal to 1 + the number of creatures that have died during this combat( up to 5). Each one deals 2d6 necrotic damage. You can direct the blast at the same target or different ones. Make a separate attack roll for each one.

### **GHOST SHIFT**

5th level necromancy

Casting Time: 1 action

Range: Self

Components: V, S

Duration: concentration, up to 1 minute

You become translucent as your body shifts into the spiritual realm. You gain the following effects.

- . You have a 30 ft of flying speed and you hover 5 ft above the ground

- . You can move through objects and creatures as though they were difficult terrain. You take 1d10 force damage if you end your turn inside an object.

- . You have resistance to non-magical piercing, bludgeoning, and slashing damage.



### CREATORS AURA

4th level conjuration

Casting Time: 1 action

Range: self(10 foot radius)

Components: V, S

Duration: concentration, up to 1 minute

You exude a 10-foot radius summons aura that is centered on you. When an ally makes an attack within your aura they deal an extra 1d8 force damage. If the ally that attacked was created or summoned by a spell you cast, they deal an extra 1d8 damage.

### CORPSE EXPLOSION

5th level evocation

Casting Time: 1 action

Range: 120 ft

Components: V, S

Duration: Instantaneous

You cause up to five dead creatures within range that are larger than small to explode. Any creature within a 10 ft radius of these corpses makes a dexterity saving throw or takes 2d8 fire damage. This effect stacks

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 1d8 for each slot level above 5th.

### POSSESSION

5th level necromancy

Casting Time: 1 action

Range: 30 ft

Components: V, S

Duration: 1 hour

One humanoid that you can see within range of it must succeed on a Charisma saving throw or be possessed by you; your own body goes unconscious, and the target is incapacitated and loses control of its body. You now control the body but don't deprive the target of awareness. you can't be targeted by any attack, spell, or other effect, except ones that turn undead, and it retains its alignment, Intelligence, Wisdom, Charisma, and immunity to being charmed and frightened. It otherwise uses the possessed target's statistics, but doesn't gain access to the target's knowledge, class features, or proficiencies.

The possession lasts until the spell's duration ends, the body drops to 0 hit points, you end it as a bonus action, or you are turned or forced out by an effect like the dispel evil and good spell. When the possession ends, you regain consciousness in your own body. The target is immune to Possession for 24 hours after succeeding on the saving throw or after the possession ends.

### SOUL LINK

5th level necromancy

Casting Time: 1 action

Range: 60 ft

Components: V, S

Duration: concentration, up to 1 minute

You intertwine the souls of two creatures within range.

While the targets are within 90 ft of each other, they both have resistance to all damage. Also, each time one target takes damage the other one does as well.

The spell ends if either one drops to 0 hit points or if there is more than 90 ft between both targets, It also ends if the spell is cast again on either of the connected creatures.

### ENVIRONMENTAL CLEANSE

5th level abjuration

Casting Time: 1 minute

Range: self(2500-foot radius)

Components: V, S

Duration: concentration, up to an 1 hour

You attempt to cleanse an area of either its undead or evil aura of a lair. For this spell to succeed you must choose at least 4 other allies within 10 ft. All chosen allies must make a 15 DC Wisdom saving throw. If you all succeed on the saving throw, all spirits within a 2500-foot radius from the point you cast the spell, must make a wisdom saving throw or be destroyed. If you are inside a legendary monster's lair and choose to dispel it, the lair no longer allows the monster living there to use its lair actions. If even one ally fails the Wisdom saving throw, the spell has no effect

### SPIRIT OF THE DRAGON

5th level conjuration

Casting Time: 1 action

Range: 150 ft

Components: V, S, M( a small totem of a dragon)

Duration: 2 rounds

You summon a long dead dragon to burst out in a 30-foot radius sphere centered on ground within range. Each creature in that area must make a constitution saving throw or take 4d6 necrotic damage and are frightened of the dragon until it leaves. After the dragon pops out, it will stay in the air 100 ft above the ground until the end of your next turn. After, it will swoop down in another 30-foot radius sphere centered on ground within range. Each creature in that area must make a constitution saving throw or take 4d6 necrotic damage.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, the damage increases by 2d6 for each slot level above 5th.

### HEMORRHAGE EYES

6th level enchantment

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: Concentration, up to 1 minute



You cause the soul of an enemy to turn on its own body causing blood to leak from its face. A creature within range takes 4d8 psychic damage and must make a charisma saving throw, if it fails, every time this creature casts a spell, makes an attack roll, or uses an ability it takes 4d8 psychic damage and is blind until your next turn.

At Higher Levels. When you cast this spell using a spell slot of 6th level or higher, you can target one additional creature for each slot level above 5th.

### MANIFEST CORE

6th level conjuration

Casting Time: 1 action

Range: 120 ft(30-foot radius)

Components: V, S

Duration: Concentration, up to 10 minutes

You manifest your soul's core that is a 30-foot radius sphere on a point that you can see within range. The core has different effects depending on the state of your soul. Choose one of the following effects.

**Control Freak:** Creatures inside the core must make a Wisdom saving throw or be stunned. You can use your action to move in any direction any huge or smaller object or creature inside the core and crush it dealing 4d8 bludgeoning damage.

**Manifest Pain:** The first time you enter the core, you gain 50 temporary hit points. While inside the core any damage you deal to a single creature also deals damage to every other creature of your choice within the core.

**Surrounding Nightmares :** Creatures inside the core are frightened of each other and must make a Charisma saving throw. If they fail, they must spend an action at the start of their turn making an attack against the nearest creature within range that is inside the core.

### PORTAL TO HELL

7th level conjuration

Casting Time: 1 action

Range: 150 ft(30-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

A portal to hell roars out of the ground on a point you can see within range. Around the portal is a 30-foot-area, and 30-foot-high cylinder centered on that point. In the middle of the area there is a 5-foot wide portal to hell on the ground. The first time a creature enters the area or starts its turn in it, must make a constitution saving throw or take 4d10 bludgeoning damage and be pulled 10 ft towards the portal. The first time a creature enters the 5-foot portal, they must make a constitution saving throw or take 4d10 and be stunned until the end of their next turn.

### MASS SUBMISSION

7th level enchantment

Casting Time: 1 action

Range: Self(60-foot radius)

Components: V, S

Duration: Concentration, up to 1 minute

You exude a pure wave of your wills submission. Every creature within a 60-foot radius centered on you must make a Wisdom saving or be stunned. Any creature that has below half of their maximum hit points has disadvantage on their saving throw.

### PERFECT REND

8th level necromancy

Casting Time: 1 action

Range: 150 ft

Components: V, S

Duration: Instantaneous

You attempt to completely separate a creature's soul from their body. A creature within range makes a wisdom saving throw. If it fails, you separate its soul from its body and move its soul onto some ground within range.

Their material body is unconscious and in a state of suspended animation. Their body fails any charisma constitution or wisdom saving throws. Their soul resembles their body in every way and replicates their statistics except they are considered a ghost. If the target's soul reaches its body, the spell ends. If it does not reach their body within 1 minute, they can no longer enter their body and is now permanently a ghost.

### CURSED GRAVE

9th level necromancy

Casting Time: 1 hour

Range: Self

Components: V, S, material ( a gravestone worth 10,000 gold)

Duration: Instantaneous

You instantly die and are taken 10 ft into the ground. A gravestone that has 25 characters of your choice inscribed on it appears on the ground where you died. You cannot be revived in any way.

Choose one of the following effects.

You can choose a condition(like a blood offering) and if another creature meets this condition within 5 ft of your gravestone you can choose to manifest as a spectral version of yourself that has your statistics appear for 1 hour. If your spectral body goes to 0 hit points you must wait 8 hours until someone can summon you again

A cursed weapon of your choice appears sunken into the gravestone. You are now the sentient will of this cursed magical weapon.



## **SUMMON GREATER SHADE**

9th level conjuration

Casting Time: 1 action

Range: 90 ft

Components: V, S

Duration: 1 hour

You summon an undead creature of challenge rating 8 or lower. It appears in an unoccupied space that you can see within range. The undead creature disappears when it drops to 0 hit points or when the spell ends. The undead creature is friendly to you and your companions for the duration. Roll initiative for the creature, which has its own turns. It obeys any verbal commands that you issue to it (no action required by you), as long as they don't violate its alignment. If you don't issue any commands to the undead creature, it defends itself from hostile creatures but otherwise takes no actions.